

<!DOCTYPE html>

<html lang="en">

<head>

    <meta charset="UTF-8">

    <meta name="viewport" content="width=device-width, initial-scale=1.0">

    <meta http-equiv="X-UA-Compatible" content="ie=edge">

    <title>Document</title>

    <script>

        class Roulette{

            constructor(roulette\_scores)

            {

                if (!roulette\_scores) {

                    roulette\_scores=this.getRandomRouletteScores()

                }

                this.roulette\_scores=roulette\_scores

            }

            //----- Генерує випадковим чином масив з 10 елементів

            getRandomRouletteScores(){

                const scores\_arr=[]

                for (let i = 0; i < 10; i++) {

                    scores\_arr.push(Math.floor(-100+Math.random()\*(201)))

                }

                return scores\_arr

            }

            //------ Випадково вибирає якийсь елемент масиву

            getRandomScore(){

                const randIndex=Math.floor(Math.random()\*this.roulette\_scores.length)

                return this.roulette\_scores[randIndex]

            }

            //--- Функція, яка створює розмітку таблиці з елементами

            getTable(){

                const table=document.createElement('table')

                const tr= document.createElement('tr')

                for (let i = 0; i < this.roulette\_scores.length; i++) {

                    const td = document.createElement('td')

                    td.innerText=this.roulette\_scores[i]

                    tr.appendChild(td)

                }

                table.appendChild(tr)

                return table

            }

            //--- Функція для кнопки (onclick)

            onGoClick=()=>{

                this.res\_span.innerText=this.getRandomScore()

            }

            //======= Генерує розмітку усього об"єкта

            render(containerId){

                // ---  Шукаємо за ід наш контейнер

                const container=document.getElementById(containerId)

                //----- Create table

                const table= this.getTable()

                container.appendChild(table)

                //--------- create button

                const btn =document.createElement("button")

                btn.innerText="Go"

                // btn.onclick=this.onGoClick.bind(this)

                btn.onclick=this.onGoClick

                container.appendChild(btn)

                //--- aDD DIV WITH RESULTS

                const div=document.createElement('div')

                div.innerText="Ваші результати : "

                this.res\_span=document.createElement('span')

                div.appendChild(this.res\_span)

                container.appendChild(div)

            }

        }

        //-------------

        window.onload=function(){

            const roulette=new Roulette() //Автоматично викликається конструтор

            roulette.render('game')

        }

    </script>

    <style>

        td{

            border: 2px solid black;

        }

    </style>

</head>

<body>

    <div id="game">

    </div>

</body>

</html>